



**Richard Garriott** ✓  
@RichardGarriott

Not entirely. It was starting Origin and reading mail from players (mostly after Ultima III) that really did the trick.

[Traducir Tweet](#)

**Dungeons of Chaos** @DungeonsofChaos · 5 ene. 2017

En respuesta a @RichardGarriott y @RollingStone

The excerpt suggests you formed the idea for the U4 concept before you released U3. Is that correct?

1:43 a. m. · 6 ene. 2017 · Twitter for iPhone

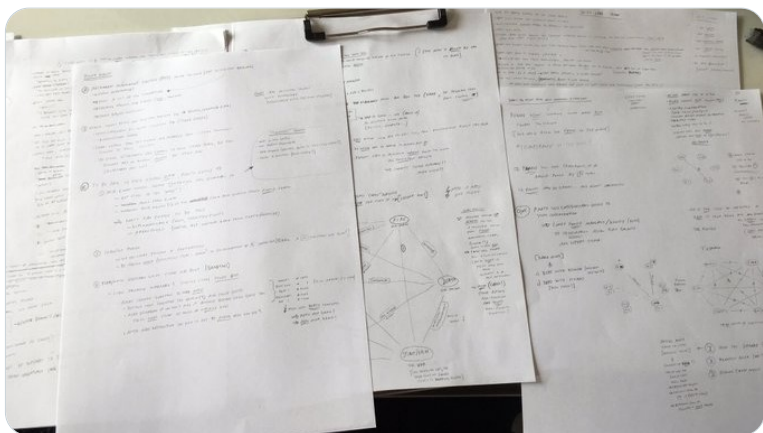
3 Retweets 12 Me gusta



**Dungeons of Chaos** @DungeonsofChaos · 6 ene. 2017

En respuesta a @RichardGarriott

What conflicting ideas have you considered but dropped? I am so torn between different concepts for my coming expansion. Pages of notes!



1



2



**Richard Garriott** ✓ @RichardGarriott · 6 ene. 2017

long lists! Keep making more till obvious critical mass exists or right stuff!



1



## Personas relevantes



**Richard Garriott** ✓  
@RichardGarriott

[Seguir](#)

Inventor, astronaut, explorer, videogame entrepreneur; Author of "Explore/Create"; President-elect of @ExplorersClub; Married to @LaetitiaGdC; Join me in #SotA!



**Dungeons of Chaos**  
@DungeonsofChaos

[Seguir](#)

Retro RPG (steam, iOS, Android). No IAP, ads, internet or phone permissions for mobile. Just a retro inspired RPG.  
[dungeonsofchaos.wordpress.com](http://dungeonsofchaos.wordpress.com)



**Rolling Stone** ✓  
@RollingStone

[Seguir](#)

The latest news and more from Rolling Stone magazine and [RollingStone.com](http://RollingStone.com). Got a tip? Share it here: [rol.st/tips](http://rol.st/tips)

[Condiciones de Servicio](#) [Política de Privacidad](#)

[Política de cookies](#) [Información de anuncios](#)

[Más opciones ...](#) © 2021 Twitter, Inc.